

Books and Toys

Rocketbook

- How can these products help you in class?
 - I believe this is an environmental friendly way to take notes in a class, if students prefer to write their notes compared to typing them on a Computer or iPad. Students can easily set up a Rocketbook account and scan their notes and organize them on the app. They are reusable too. I might use them also to write down observations or notes will I teach or assess.

Books

- How could you use any of these books (or their content) (or other books that you may have looked for) in your class?
 - A lot of these books are coding, and there are interactive, and it can get students introduced to coding just like some of these other toys.
 - There were a few over turning off the technology because it is good for the persons physical, mental and emotional health. Reading also presents a different alternative to technology.
 - Some other books like the B is for Battle Cry is a great tool to introduce main ideas about the Civil War especially to a younger class. There could be similar books on different topics and subjects that would be useful.
- Which were your top 8?

Nate Tiner

- Goodnight iPad-Ann Droyd
- How to CODE a rollercoaster-Josh Funk
- Rox's Secret Code-Nathan Archambault
- Blackout-John Rocco
- How to Code a sandcastle-Josh Funk
- Unplugged-Steve Antony
- B is for Battle Cry-A Civil War Alphabet-Patricia Bauer
- Webster's Manners-Hannah Whaley

Specdrums

- What did you like about Specdrums? How could you use Specdrums in your class? (explain 2 ideas.)
 - Specdrums was fun, I know it was annoying, but it was fun and it made me feel creative again.
 - It would be great in a younger class to get students to learn their colors and have fun sounds that go with them too.
 - It would also be great in a music class obviously for older students to create something original.
 - It could also be used if students wanted to create their own sounds and incorporate it into a presentation.
 - It is also a great thing to use to just entertain and engage students.

Beebot

Nate Tiner

- What are some ways you can use Beebot?
 - Beebot would be a great toy for me personally to introduce coding to a class, I believe it would be better suited for a younger class though, I would tell them that coding is the instructions you give something, then give the Beebot directions and let the students watch it go, I would also let the students have turns.

Cue - Dash & Dot – Sphero Bolt – Sphero - mini

- How would you describe them?
 - These come in all different shapes and sizes, but do similar things, each is different, but they can all roll around and are great ways to entertain and get student involved and engaged. Would love to play with them more and learn more about them.
- How would you use in a classroom (at least 2 ideas)?
 - If I had all of the different versions, I could have students play with them during the day and then write a compare/contrast short essay over them.
 - I could also use them to introduce coding to students, it would engage them if they are interested in that type of stuff.
- Which ages would you assign?
 - 4th Grade and Up-I think the younger grades would have fun playing with them, but they wouldn't necessarily take full advantage of them.

Nate Tiner

OSMOS

- Which games did you play with?
 - PizzaCo
 - Detective Agency
- Look on line- based on what is on line and what you played with, which ones might you purchase for your classroom? Why?
 - PizzaCo-It allows students to see realities of running a business and using math at the same time.
 - Genius Numbers-I believe this would be great for students that are behind in math, if they are not at the level they need to be they can play this game that is both fun and useful to developing their math skills.
 - Coding Family Bundle-This is a great tool to introducing students to coding in an interactive way.
 - Detective Agency-Students get to run their own detective agency, it could create an interest for them in this field. It also makes students think hard, which is a good exercise for students, especially those who do not have great critical thinking skills.
- If Midlevel and not developmentally appropriate – which ones would you recommend to a younger grade or a parent with younger children?
 - Costume Party and Stories would be great for any parent with young children to get them introduced to core subjects and material.
 - Genius Tangram-Says 6-12, but I think it would benefit 1st-3rd graders more, in creating what it says to create.

Nate Tiner

Digital Microscope

If you don't get a chance to play with one, look up on line –

- What is your opinion of using this?
 - It's very advanced, I'm used to old fashioned, heavy microscopes, but its good, confusing at first but once you get used to it, its very useful.
- How can you use it?
 - This would be very useful if each student had access to one of these in a science class to look at different slides and objects. If each student does not have access, I could have one for myself and airplay my screen to examine things.

Overall

- What did you like best about toys and books?
 - It was great to be able to experiment with the different toys and to quickly skim some of the different books. Playing with the toys, it was a good change of pace to the be on a computer the whole class, and with how much computers are involved in the classroom today, it would be good to have some of these tools in the classroom today. I hope to purchase some of these toys or similar ones in the future.
- What are your opinions of all of these things?
 - Well, I did enjoy these, but I feel like most of these toys and even the books we saw were geared for the younger, crowd. There were some that you could stretch to an older crowd, like some of the Osmos games, but

Nate Tiner

they are still dressed up as a little-kids game. The Shepro and Specdrums might be useful in some mid-level classes though, just probably not my class. I did like the rocket books though, and I hope that each of my students can have one in the future.